

K O S - M O S
生誕20周年記念
アンソロジー
[コスモス フィックス]

KOS-MOS

20th
ANNIVERSARY

KOS-MOSFIX

[HAPPY BIRTHDAY KOS-MOS YOU ARE 20 YEARS OLD TODAY!]

2002-2022

**Japanese
&
English**

written together
[日英併記仕様]



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FRIENDSHIP FOREVER

KOS-MOSFIX [HAPPY BIRTHDAY KOS-MOS TO HER 20 YEARS OLD TODAY] 2002-2022

KOS-MOS

20th
ANNIVERSARY



The PS2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002.
In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today,
20 years later in the year 2022.



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KOS - MOS
生誕20周年記念
アンソロジー
[コスモス フィックス]

KOS-MOS

20th
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KOS-MOSFIX

[HAPPY BIRTHDAY KOS-MOS YOU ARE 20 YEARS OLD TODAY!]

2002-2022

この本は英語と日本語が併記してあります。
機械翻訳と人力翻訳が混ざっており
誤訳や読みづらい箇所が含まれている可能性があります
ご了承ください。

This book is written in English and Japanese.
Please note that this book to be mixed machine and
human translation, may contain mistranslations and
difficult-to-read passages.

すがた その造形を見て、一瞬で恋に落ちた。

I fell in love with the moment I saw her "figure".

背になびく青き星雲。

生物である事を否定する数々のインターフェース。

機械である事を忘れさせる麗らかなシルエット。

遙か遠く、窮めて近く、そして未だ知らぬ存在を見据える、

超高精度の計測器官。

誰もを魅了する壁花でありながら、

決して人間のものにはならない偶像——女神の本質。

対グノーシス用人型掃討兵器 KP-X シリアル No.000000001。

『無い』ものを『在る』ものとするそのエフェクトは、

今も変わらず、この胸に焼き付いている。

———どうか。

2002年。ゾハルが人類には早すぎた遺物であったように、彼女も
また、我々オタクには早すぎた女神だったんだ。

おかげで20年経った今も KOS-MOS の版權物は脊髄反射で押さ
えることに。自分の『超性能ヒロイン好き』の一因は確実に彼女にあ
るでしょう。このメガ味。そしてこのメカ味。最高。

KOS-MOS を生み出してくれた『ゼノサーガ』と、彼女の設計に
関わったすべてのスタッフに感謝を。あとガーターベルトをつけた
CHOCO 氏は話があるので今度 V.I.P 設定させてくださいね。

Her hair, fluttering blue nebula.

Her interface, denying organism.

Her silhouette, forgetting machine body.

Far away, Close away, Imperceptible away.

Looking by ultra-precise instrumentation.

Idol fascinates everything, but never get on ____

The essence of the goddess.

KP-X, humanoid type anti-Gnosis tactical weapon, serial number
000000001.

"nil" to "exist", I know this effect by heart.

...Probably, "she" was too early relic like "Zohar".

We're not ready yet for.

Even 20 years later, when I look at "KOS-MOS" merchandise was
buying.

It was just a knee-jerk reaction.

What made me loves "super-performance heroines", one is she.

She has PERFECT "MEGA-MI(goddess-atmos)", and "MEKA-
MI(robot girl-atmos)"

I am sincerely grateful that "Xenosaga" teams who give birth KOS-
MOS.

Also, I'd like to talk about her garter belt with Mr. CHOCO.

Let me hold a V.I.P. meeting next time.

KINOKO NASU





KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

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004

VECTOR Development Dept. I





Good morning KOS-MOS, how are you doing?
おはよう KOS-MOS 調子はどう?

2002年2月28日KOS-MOSは彼女を造ったシオンのこのセリフとともにメンテナンスベッドから目覚めました。

KOS-MOSはPS2用ゲーム「Xenosaga EPISODE 1 力への意思」に登場するプレイアブルキャラの一人で全身機械で出来たヴェクター社製戦闘用アンドロイドです。2006年発売の「Xenosaga EPISODE 3 ツァラトウストラはかく語りき」までバージョンアップを繰り返しながら登場しますが、ストーリーが完結したあとも様々なコンテンツに出張し、2017年発売の「Xenoblade2」にもリニューアルした姿で登場しました。

そして2022年2月28日「Xenosaga EPISODE 1」発売より20年が経過し、劇中外見年齢18歳だった彼女はついに20歳になりました。

これまで様々な形で彼女を愛してくださったファンの皆様ありがとうございます！

この本は彼女をデザインしたCHOCOがこの作品に思い入れのあるゲスト作家の皆さんと共に彼女への思いを今の技術で振り返る記念イラスト集です。

2022年夏 麦谷興一 (CHOCO)

On February 28, 2002, KOS-MOS awoke from her maintenance bed with these words from her creator, Shion.

KOS-MOS is a playable character in the PS2 game "Xenosaga Episode 1: Der Wille zur Macht" a combat android made entirely of machines and manufactured by Vector.

After the story was completed, she continued to appear in various contents, and even appeared in a renewed form in "Xenoblade 2" released in 2017. On February 28, 2022, 20 years have passed since the release of "Xenosaga EPISODE 1," and she finally turned 20 years old, having been 18 years old in appearance.

Thank you to all the fans who have loved her in so many ways!

This book is a collection of commemorative illustrations by CHOCO, who designed her, together with guest artists who have a special attachment to this title, looking back on their feelings toward her with their current techniques.

Summer 2022
KOICHI MUGITANI(CHOCO)

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY!

Today, we will celebrate KOS-MOS's 20th birthday. She is the only character in the Xenosaga series who has been around since the very beginning. She is a girl who has been through a lot of hardships, but she has always remained strong and resilient. She is a true hero who has saved the world many times over. We hope you all enjoy this special birthday celebration for her.

様々なバージョンが存在するKOS-MOSの、新しい人でも全体を把握していないと思われる全バリエーションを一覧にまとめました。

KOS-MOS is available in many different versions, and we have compiled a list of all the variations that even those in the know may not have an overall grasp of.



KOS-MOS Archetype

▲ Archetype out of control in the drama. Destroyed.

▼「アーキタイプ」
劇中の設定「破壊された機体」



KOS-MOS Ver.1

▲ Made by Vector Development Department No.1. The belly covers and beams.

▼「バージョン1」
ベクター第一開発部製
腹部に黒いラインが描かれ、
光線を放つ。



KOS-MOS Ver.2

▲ Statuette body made by Vector D.D.2. Flies out on a motorcycle.

▼「バージョン2」
第二開発部がスケッチした、
バイクに乗って走り出す。

[NAMCO x CAPCOM] 2005

[Xenosaga EP1] 2002

[Xenosaga EP2] 2004

[Xenosaga 1-2] 2006

[Xenosaga a missing year]

Illustration
TERUHIKO IMAIZUMI



KOS-MOS Ver.1.1



▲ バリエーション
最終形態「最終機体」

KOS-MOS Ver.4 Swimsuit



▼ There was also a one-piece swimsuit for the KOS-MOS Ver.2.

▲ バリエーション4 水着
バージョン2の「ワンピース水着」も存在した。

T-elos Swimsuit



▼ This is a special color that does not appear in the game, only on the figure.

▲ バリエーション4 水着「ロスカラー」
フィギュアの仕様上、ゲームには再現できず、限定カラー。

ゼノサガ1の初プレイから20年、KOS-MOSは今も色褪せない。少女×メカという組み合わせは、一瞬で過去のモノになるのに、未だ自分の頭の中で一瞬で思い浮かぶ存在。愛いね KOS-MOS

今泉昭彦

It has been 20 years since I first played Xenosaga 1, and KOS-MOS has not faded away. In many cases, the combination of a girl and a mecha is a thing of the past in an instant, but she is still an existence that comes to mind in my mind in an instant. KOS-MOS is great.

TERUHIKO IMAIZUMI



▲バージョン3
全体的デザインを
一新し、より洗練された
デザインに仕上げた。

▼ Slightly skeletal body,
deflected in battles with
T-los.

KOS-MOS Ver.3



▲バージョン4
より洗練されたデザインに
仕上げ、より洗練された
デザインに仕上げた。

▼ Cute cat ears with
crystals.
Dr. and Zoro's friendship
body. The chest is covered.

KOS-MOS Ver.4



▲バージョン4のデザインを
一新し、より洗練された
デザインに仕上げた。

▼ Meno Stars Patch.

KOS-MOS Ver.4 famista

[Xenoblade EP3] 2006

[Famista2011] 2011

[無限のフロンティア] 2008

[同EXCEED] 2010

[PROJECT X ZONE] 2012

[同2] 2015

[Xenoblade 2] 2017

T-elos



▲バージョン3
全体的デザインを
一新し、より洗練された
デザインに仕上げた。

▼ Cutting them blades
because they have flesh
and blood.

T-elos Re.



▲バージョン4
より洗練されたデザインに
仕上げ、より洗練された
デザインに仕上げた。

▼ Equipped with glasses
and a skirt.
What a good friend of KOS-
MOS.

KOS-MOS Re.



▲バージョン4
より洗練されたデザインに
仕上げ、より洗練された
デザインに仕上げた。

▼ Redesigned by Kunitaka
Tanaka. What a good friend
of T-elos!

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Xenosaga Episode I: Der Wille der Macht" was released on February 28, 2002.
In it, the combat android KOS-MOS awakens from her cryo, converts into various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.

KOS-MOSは呪いである。

KOS-MOS Ver.1

(2022年 CHOCO 作画)

できるだけ設定は当時のものに倣いつつ、現在のタッチで描いてみました。
体型の違いは CHOCO の性癖の変化だと思います。

腰の金色パーツの形状などが違いますが、正確に昔のデザインをなぞろうとしても立体形状がうまく人体に合わないで仕方なく変更しました。股関節の稼働に干渉するので、もうちょっと考えて配置しなさいと叱りたいです。

フィギュアなど立体化された Ver.1 の同箇所を疑っても処理に苦悶した感じが伺えます。

左上腕の塗り分けは最早何を根拠にこうなったのかわかりませんが、今となってはそういう設定画だったからと、なぞるほかありません。

ただ当時からアイコンとなるパーツをいくつか配置して残したので、今描き直してもちゃんと彼女になりますね。と当時の自分に言ってあげたい。

(drawn by CHOCO in 2022)

I tried to draw with a current touch while following the settings of the time as much as possible.

The difference in body shape is due to the change in CHOCO's sexual habit. The shape of the gold parts on the waist are different, but I had no choice but to change them because the three-dimensional shape does not fit the human body well even if I tried to follow the old design exactly. I would like to scold them to think a little more about the placement of the parts because they interfere with the operation of the hip joints.

Even if you look at the same part of Ver.1 that has been sculpted into a figure, you can see that it was difficult to process. I don't know what was the basis for painting the left upper arm, but now I have no choice but to trace it back to the original drawing.

However, I placed and left some iconic parts from that time, so even if I redraw her now, she will still look like her. I would like to say to myself at that time, "I am not a good artist, but I am a good person."

2002 to 2022

2002年当時は新しくデザインを生み出すことに必死で、それが当時なりに全力を出し切った結果であります。

もうとくに作品は終わっているはずなのに、やはりまだまだやれることがあったのでは？という心残りがあり、完璧な彼女を求めて20年たった今でも書き直し続けてしまうという現実に縛られているのです。

In 2002, I was desperate to create a new design, and this was the result of my best efforts in my own way at the time. Although the production should have been finished by now, I still felt that there was more I could have done. I am still bound by the curse that I continue to rewrite her even after 20 years in search of her to be perfect.

一番最初に描かれた KOS-MOS Ver.1 コンセプトイラスト。

(1998年 CHOCO 作画)

時々聞かれます、KOS-MOSをデザインしたのは誰か？

最初にゲーム全体のメインキャラクターデザイナーである田中久仁彦さんが顔とヘッドギアのデザインを描き、途中からバトンタッチされてメカデザイン担当だったCHOCOが体部分をデザインしました。

最終的な顔や設定画は田中さんが描かれるのを前提にしているのでラフな画しかなく、この絵と決定稿とは色やディテールが少々違います。

The very first KOS-MOS Ver.1 concept illustration.

(drawn by CHOCO in 1998)

Sometimes asked, who designed KOS-MOS?

First, Kunihiko Tanaka, the main character designer for the entire game, drew the face and headgear design, and then CHOCO, who was in charge of mechanical design, took over the baton and designed the body part. The final face and setting drawings were based on the assumption that Mr. Tanaka would draw them, so there were only rough drawings, and the colors and details were slightly different between this drawings and the final draft.



KOS-MOS is grotesque.
KOS-MOSはグロテスクである。



KOS-MOS アーキタイプ (2022) Illustration/CHOCO

ハンスベルメールの球体人形がモチーフのアーキタイプは、そのモチーフと同じく無垢さと邪悪さを持ち、劇中では惨劇を起こします。

人の形をしつつ、人間ではない。全裸の少女の姿とその残忍さから、見る者の加虐性を刺激し、隠された欲望を開放してもよい対象として機能してしまう。

だから KOS-MOS はグロテスクである。

The archetype is based on Hans Bellmer's spherical doll.

She is as innocent and evil as her motif and is a scourge in the play.

While in human form, it is not human.

Because of her naked girl figure and her brutality, she stimulates the viewer's aggravation and serves as an object to which hidden desires may be unleashed.

Therefore, KOS-MOS is grotesque.



KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY!
2002-2022

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KOS-MOSFIX

HAPPY BIRTHDAY KOS MOS! YOU ARE 20 YEARS OLD TODAY

2002-2022

This PS2 video game "Kosmos: The Last Hope" was released on February 28, 2002.
On its 20th anniversary, the game was re-released on the PlayStation 4 and Xbox One.
and finally reached the 20th anniversary of the game.
Finally, the game was completed, she was loved by everyone and continued to be loved.
20 years later in the year 2022.

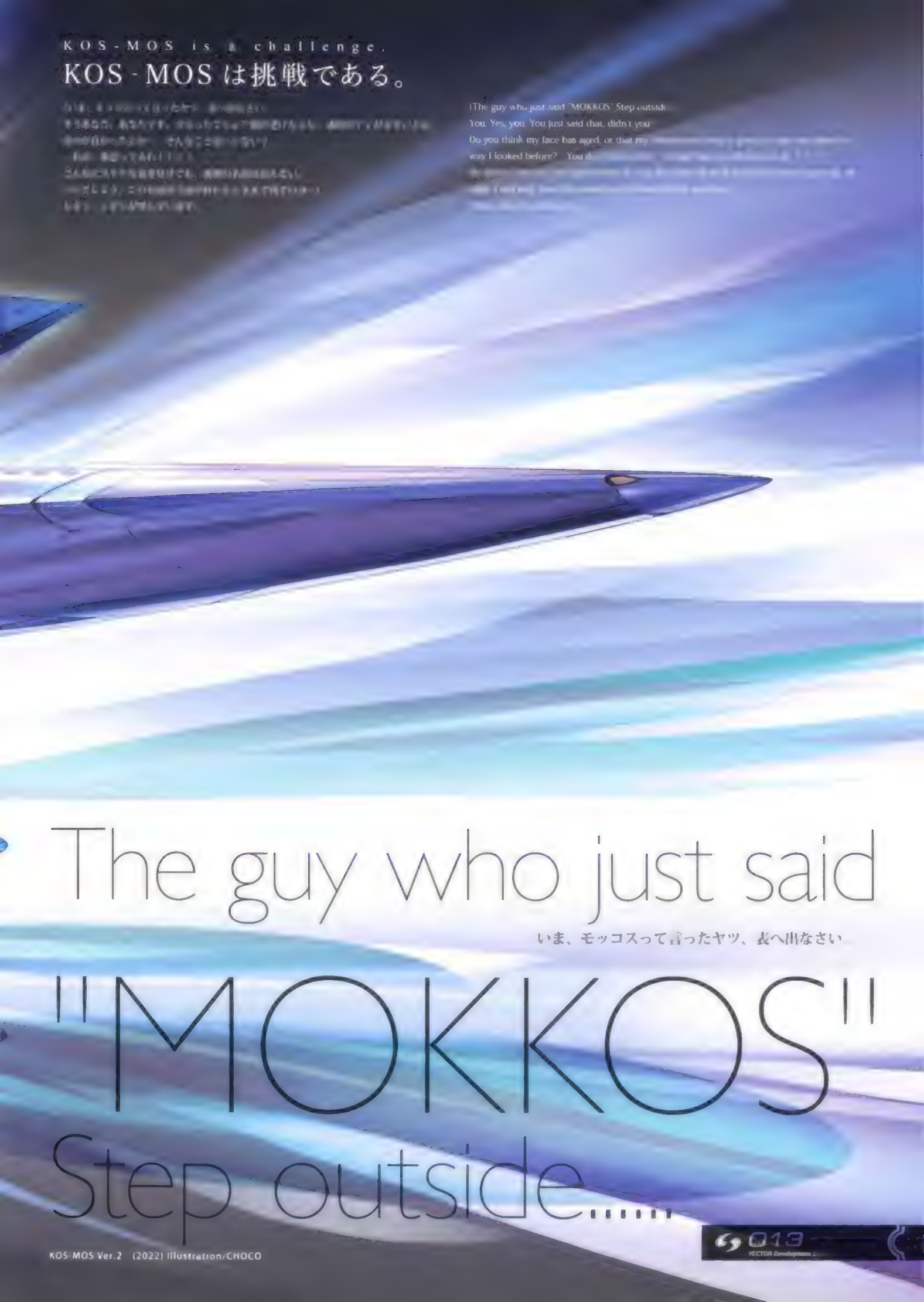


KOS-MOS is a challenge.

KOS-MOS は挑戦である。

なまじりモッコスって言ったヤツ、表へ出なさい
モッコスって言ったヤツ、表へ出なさい
モッコスって言ったヤツ、表へ出なさい
モッコスって言ったヤツ、表へ出なさい
モッコスって言ったヤツ、表へ出なさい
モッコスって言ったヤツ、表へ出なさい
モッコスって言ったヤツ、表へ出なさい
モッコスって言ったヤツ、表へ出なさい
モッコスって言ったヤツ、表へ出なさい
モッコスって言ったヤツ、表へ出なさい

(The guy who just said "MOKKOS" Step outside
You. Yes, you. You just said that, didn't you.
Do you think my face has aged, or that my
way I looked before? You do.
You do.
You do.
You do.
You do.
You do.
You do.
You do.
You do.
You do.



The guy who just said

いま、モッコスって言ったヤツ、表へ出なさい

"MOKKOS"

Step outside.....

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 25 YEARS OLD TODAY!

2005-2009

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汝ら神の如くなりん

KOS-MOS はポルノである



KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS3 action game "Kamurocho Episode 1: Girl Who can Fly" was released on February 28, 2002.
As it is the coming anniversary of KOS-MOS' birthday, from her creation, numerous new scenes, features,
and items around the country will be shown.
Even after the game was completed, she was loved by everyone and continued to inspire us today.
20 years will be the year 2022.

Ver.X "VISION"



結局 KOS-MOS が残してくれたものは何だったのかという
ロボットにレース? 存続まで見えてしまう透明ボディ? そういう事象だけではなくて

倫理観を気にしないでよい表現の土台
欲望を描き出せるリミッターの開放されたモデル
何にでも挑戦できるフィールド
つまり KOS-MOS は聖域なのです

そんな場所を KOS-MOS を描いてみました。"KOS-MOS Ver.X VISION"

After all, what did KOS-MOS leave us with?
A race to the robot? Invisible bodies that allow us to see up to the spine?
It's not just about those phenomena.

A foundation for expression that does not care about ethics.
A Model with an open limiter that can depict our desires.
A field where you can challenge anything.
In other words, KOS-MOS is paradise.

I drew KOS-MOS in such a field." KOS-MOS Ver.X VISION"

KOS-MOS は楽園である。



KOS-MOS Ver. 4wx

Antioxidant coated Body Plan for Underwater Combat

抗酸化ボディ水中戦闘用服体



OS-MOSFIX

THE WORLD'S FIRST UNDERWATER OSMOSIS THERAPY



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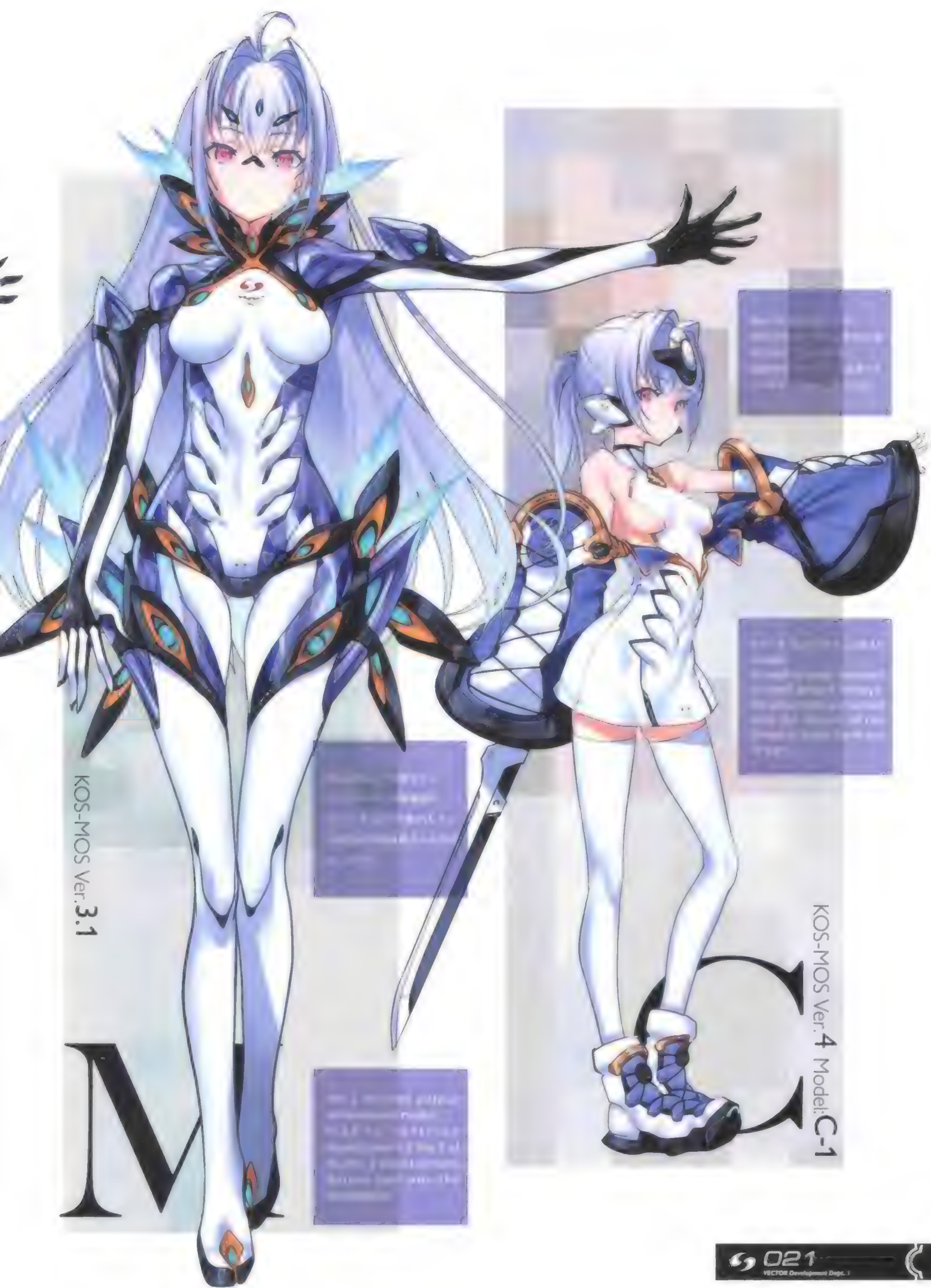
019
VICTOR BENTON/ARTIST

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KOS-MOS Ver. 4 Model: R-1



KOS-MOS Ver. 3.1

KOS-MOS Ver. 4 Model: C-1

N

KOS-MOS IX

Ver.3 局地隠密作戦用チャイナドレス装備
China dress equipment for local covert operations

KOS-MOSFIX

Project Strategic Defense System, KOS-MOS Fix, Ver. 4.1, DAY

Project Strategic Defense System, KOS-MOS Fix, Ver. 4.1, DAY
The project is a strategic defense system, KOS-MOS Fix, Ver. 4.1, DAY
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The project is a strategic defense system, KOS-MOS Fix, Ver. 4.1, DAY

Ver.4.1



VECTOR

KOS-MOS



左右に従えているユニットは追加武装ではなく「KOS-MOS が人型である必要がない」という思想に基づいた自律式の「非人型 KOS-MOS」です。そのそも KOS-MOS は戦略体系の名称であり、この彼女達も 3 人揃うことで広域戦術攻撃「ラインの乙女」を発動することが可能になります。出力の増大に伴い、各部コンデンサと放熱用ファンが大型化されています。

The units that follow on either side are not additional armaments, but autonomous "non-humanoid KOS-MOS" based on the idea that KOS-MOS do not need to be shaped like a human being. KOS-MOS is also the name of a strategic system, and when all three of them are present, they are capable of activating wide-area strategic actions, or "Maidens of the Rhine". The capacitors and heat-dissipating fans have been enlarged to accommodate the increased power output.

Project Strategic Defense System, KOS-MOS Fix, Ver. 4.1, DAY

Project Strategic Defense System, KOS-MOS Fix, Ver. 4.1, DAY
The project is a strategic defense system, KOS-MOS Fix, Ver. 4.1, DAY
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(2022) Illustration/CHOCO

KOS-MDS



KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

Our "KOS-MOSFIX" was released on February 28, 2022.
It is a tribute to the original KOS-MOSFIX, which was released in 2002.
It is a tribute to the original KOS-MOSFIX, which was released in 2002.
Even after the game was completed, the skills shared by everyone and consumers to inspire us today.
22 years later, in the year 2022.

K

x

T

:M

KOS-MOS 生誕 20 周年おめでとうございます！
参加させていただける機会を下さった御父様へ
感謝を…。
今なお心に刻まれているシーンを描きました。
これからもずっと KOS-MOS を描き続けていき
たいですね。

Congratulations on the 20th anniversary of
KOS-MOS!

Thank you CHOCO for giving me the
opportunity to participate!

I drew a scene that is still etched in my mind.
I hope to continue drawing KOS-MOS for a
long time to come.

NEGRESCO

ねぐれすこ

NEGRESCO

KOS-MOSFIX

ILLUSTRATION / CHOCO (TAKAHASHI) / RA

ILLUSTRATION / RA

非常荣幸能参与到这次的 KOS-MOSFIX !

确实能得到老师的邀请时我十分荣幸。

毕竟从 Xenogears 到 XenoSaga 以及 Xenoblade 我都是忠实的玩家，高桥老师的宏大世界观给了我巨大的冲击。

CHOCO 老师的 T-elos 以及其他超越时代的设计都让我非常惊艳。

特别是中二的我第一次看到 T-elos 出场，那种兼具强大、

美丽以及高贵的气场给我留下了深刻的印象！

希望老师能一直在业界活跃下去，我一直都非常喜欢老师的作品。

(这次画的 T-elos 特地采用 X 的构图，也是应和“Xeno”的意象，是我的一点私心。))

この度は KOS-MOSFIX に参加させていただき、とても光栄です！

CHOCO 先生のお誘いを頂けるなんて正直恐縮です。

Xenogears から、Xenosaga、Xenoblade まで全部プレイしました。本当に高橋監督の大ファンで壮絶な世界観の恩恵を何度も受けてきました。

CHOCO 先生の T-elos やその他の時代を超越したデザインもとても素晴らしい。特に、私の私は T-elos の初登場のシーンで、彼女の瞳で魅了され、そして華麗なオーブに心奪われました。

今後も先生をずっと応援していきますので一層のご指導を心よりお祈り申し上げます！

(今回の T-elos は、必ずしも X 構図に合わせず「X」のイメージを追求しました。私のこだわりです：))

It was a great honor to be a part of this KOS-MOSFIX!

To be honest, I was terrified when I got the invitation from CHOCO.

After all, I've been a loyal gamer from Xenogears to XenoSaga and Xenoblade.

Takahashi's grand worldview gave me a huge impact.

CHOCO's T-elos and other designs that transcended the times were amazing to me.

In particular, the first time I met T-elos in sophomore, that both powerful, beautiful and noble aura to me.

I was impressed by the powerful, beautiful and noble aura of T-elos!

I hope that you will continue to be active in the industry, I always like your work very much.

(This painting of T-elos specifically uses the X composition, also in line with the imagery of "Xeno", is a bit of my personal feelings:))

T.I



KOS-MOS FIX

[KOS-MOS Ver.00EX (ゼロGゼロ気圧対応型コスモス)]

KOS-MOS

MOS

Ver.

宇宙運用を想定して改良された 0G0気圧対応型 KOS-MOS

機体の各部に数基の姿勢制御用バーニアスラスター 背部にはイナーシャルカウンターとメイン推進モーターを装備

二基のマニピュレータードローンを従えて無重力で自在に活動する事が可能

A zero-g, zero-atmospheric-compatible KOS-MOS improved for space operations.

She is equipped with several vernier thrusters for attitude control in each part of the fuselage, and an inertial counter and main propulsion motor in the back.

She can operate freely in zero gravity with two manipulator drones.

KOS-MOS 生誕 20 周年おめでとうございます

もうそんなに経つんですね

発表当初デザイン画を見て度肝を抜かれたのを今でも鮮明に覚えています

まさに 与んでもないはずなのに時代に産まれた感じ っていうやつですよ

さて、この絵なんですけど最初は原付リムバクトと想って描いていたのですが 外装強化パーツを追加したあたりからあれよあれよとデザイン全然違う様配になってしまいました…反省

これからも KOS-MOS が輝き続けますように！

NiO

Congratulations on the 20th anniversary of KOS-MOS.

It has already been that long.

I still vividly remember being astonished when I saw the design when it was first announced.

It was exactly the kind of thing that says, "I was born in the same era as an extraordinary person."

I drew this picture at first thinking that it was a respect for the original work.

However, when I added the exterior reinforcement parts, the design became completely different from the original... I regret that.

May KOS-MOS continue to shine!

Design/Illustration

NiO





...the

SFIX

033

illustration/ 白井政一郎
M A S A I C H I R O U S U I



KOS-MOS Ver.4s

Design/Illustration/
S a i t o m

KOS-MOS **FIX**

© 2000 KOS-MOS

VECTOR Development Dept.



KOS-MOS

ANTI-GNOSIS STRATEGICAL MULTIPLE OPERATION SYSTEMS COMPETITION. HYAMS HEAVY INDUSTRIES

連邦政府による対ゲノシス戦略的多目的制御体系コンペティションに
ハイアムズ重工業から提出されたプラン「KOS-MOS Ver.I(ái) Model:KP-H」.
Design/illustration 石垣純哉

This is the plan "KOS MOS Ver.I(ái) Model:KP-H" presented by Hyams Heavy
Industries for the Federal Government's Anti-Gnosis Strategical Multiple
Operation Systems Competition.

Design/illustration by Junya Ishigaki



Model:KP-H

ver.1
[ái]

KOS-MOSFIX



MADE BY
HYAMS HEAVY INDUSTRIES
DESIGNED BY
JUNYA ISHIGAKI





HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY

i l l u s t r a t i o n e
r e d j u i c e



KOS-MOS

Ver. AV
[Agastya]



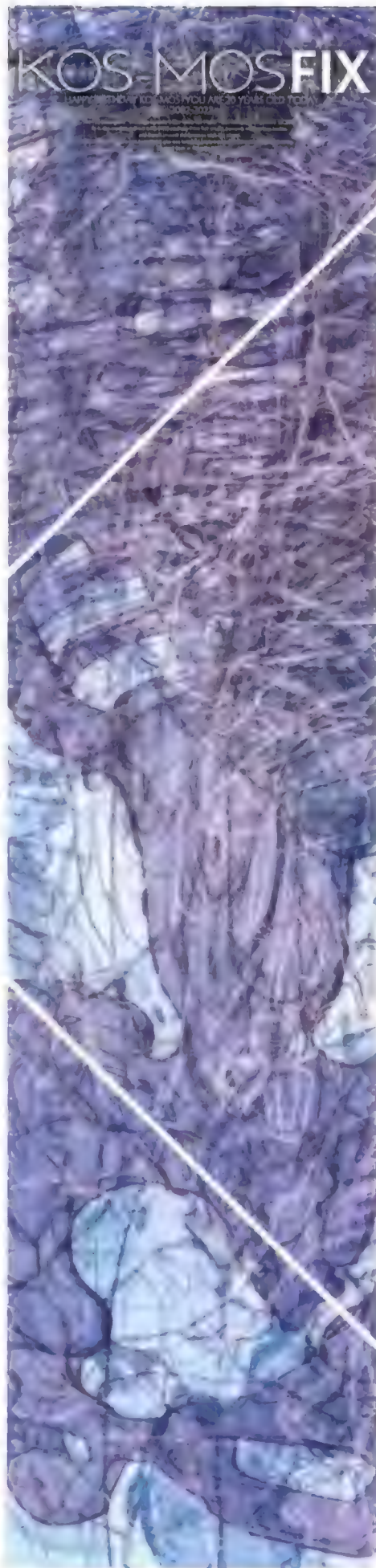
D e s i g n / i l l u s t r a t i o n
藤 本 秀 明 a . k . a . し ゅ は ん
Fujimoto Hideaki a.k.a. Shuhan

2002-2003

KOS-MOS
特機人選/設定稿

The PS2 action game "Rings of Power" (aka "The Rings of Power") was released on February 28, 2002.
It was created between 1/28/2002 and 1/28/2002. The only reason it was created is because
Even after the game was completed, it was found to be too late to be released in early 2002.





T s u - f i v e



KOS-MOSFIX

HAPPY BIRTHDAY EDWARD! YOU ARE 30 YEARS OLD TODAY!

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KOS-MOSFIX





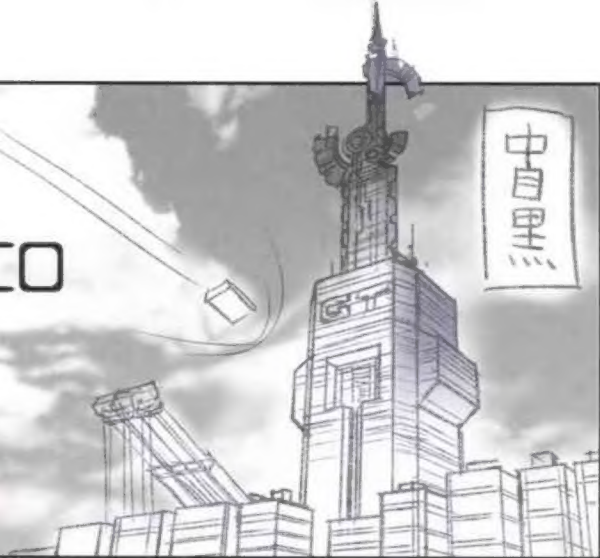
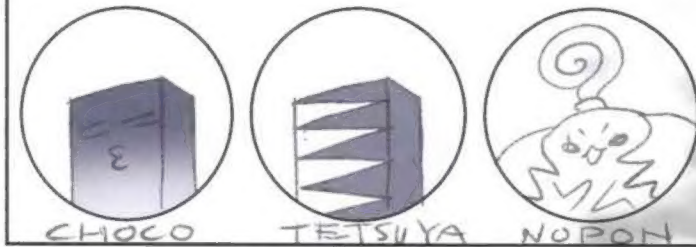
Illustration
TAKASHI TAKEUCHI
武 内 崇

高橋哲哉

はかく語りき

ALSO SPRACH TETSUYA TAKAHASHI

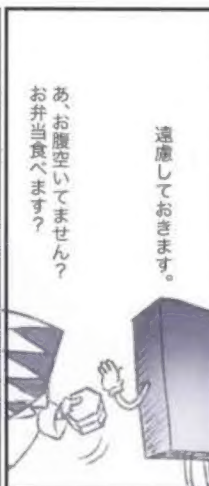
漫画
CHOCO



Monolith Soft's huge castle in Nakameguro



CHOCO: Congrats on releasing "Xenoblade 3"!
TETSUYA: Thanks!



T: Oh, if you are hungry, why not have box lunch?
C: No, thanks.



C: The meantime, it has been 20 years "Xenosaga Episode I: Der Wille zur Macht" the first Monolith Soft game released...

T: "Xenosaga" released 20 years ago. Having said that, we used to work together in SQUARE (before merger). So... I met you quarter century ago. Doesn't time fly?



C: Still remember for order "KOS-MOS" anticipate? Tell me for settings, reason for selected me.

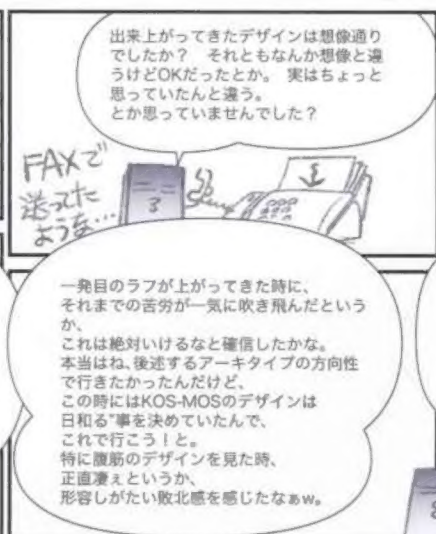


T: Before I selected you, call for idea inside and outside. After I got a lot of ideas, I couldn't convince it. All of ideas light-fingered what I need for persuasive reason that overall, details, settings, but I couldn't. After I search who can do it... I selected you. I knew that you have other robots design, BUT nevertheless, I needed you, lol



C: That reminds me, you said I just remembered that you told me "The Robot Girl Wears bondage dress". That story involved this! It was including your proclivity that I thought.

T: First, I thought it will stick to my guns. But a one day, I've changed for "Focus on the market" and leaving my belief. For this reason, I shared my favorite sexy actress photo with you. Get results, convincing design better than my belief. That became a precious experience to me.



C: Well... did it designs are your expected or not intended? Or was it different from what you imagined, but OK? Was it actually a little different from what you thought it would be?

T: Got the first draft, I felt "Hard work always pays off". Can't go wrong with that. Actually, wanted to get "Archetype (follow later)". However, I decided focus on the market, I adopted. At that time, I've nothing left to say except great abdominal muscles... felt a sense of utter defeat it lol

C: (Oh, I didn't know that...)



C: What's your favorite KOS-MOS version?

T: "Archetype" is.
I wanted like in the style of Bellmer.
So, I ordered the motif will be Hans Bellmer.
Really, I hoping to all version like this, but this motif was niche, and someone feel creepy.
Afraid of this, narrow down only the "Archetype".

About Hans Bellmer

German artist and doll maker
(Hans Bellmer 1902 - 1975)
He also made spherical dolls, but his style is a bit grotesque, and I think people who know him have a fetish for them.
He is not a Vermeer.

T: Ver.2 was challenge. (Reference to "Mockos")

Ver.3 was softening the resistance, refine on marker.
Thanks to it, Ver.3 were most stylish one.
Ver.4 was most famous one, but far from KOS-MOS original spirit.
The design by teams was not bad, rather include advanced factors.
After all, this is meaning of "KOS-MOS",
because it's body of Maria's soul, not good at too close human-like.
Body are body. Should not more.
Don't be deluded by appearances, Still the same today.



C: TBH, I couldn't tell you until today.
Is anything you want to say about Ver.2 called evil goddess "Mockos"?

I: (CHOCO) think...It was expected results from customer.
I designed that without really understanding for Monolith goals, customers at the time.
Also, Monolith can't understand "What's CHOCO proclivity?" "Why CHOCO made this design?", and we grow apart.
Due to failure cause are make for now".

C: I (CHOCO) think...It was expected results.
I designed that without really understanding for Monolith goals, customers at the time.
Also, Monolith can't understand "Why CHOCO made this design?", we grow apart.
Due to failure cause are make for now".

T: Ver.2 "Mockos", the design is not bad, rather I like next to "Archetype".

Ver.2 concepts are challenging design is.
There's body made of clear-gel, movement like an artificial muscle.
Considering this, it's perfect.
Your great design sense predicts the future for clear material to be used extensively as mainly, not pinpointing.

Since then, 20 years.
Now I think I can make the best of best Ver.2 like "T-elos Re".
The same for "Mockos".
It was too hard to make any complete painted figure.
Against that background, limited editions are

reckless plan.
Nowadays, many manufacturers can release high quality figures.
But at the time, they didn't have any knowledge.

Even so, the Coloring samples quality is high.
Regardless of prototype made by hands, details are precise.
So, sculptor didn't nothing wrong.
The causes are mass-production within a time limit, must make tens of thousands of pieces.
Don't have any talk about management system.

Now I can make the best Ver.2.
In a sense, I want lol



C: She appeared on various games, renewed and reappeared in "Xenoblade 2".
I: (CHOCO) think it was invention for "The robot girl as weapon combined a girly costume with lace".
Nowadays, these factor treated as a standard for "RoboMusume".
As the creator of original "RoboMusume", where I want to give birth to not only "KOS-MOS" and "T-elos", but also "more various".

T: if you have a next. At strong style with you! lol
Recently, mainly communication through with work sites.
There is good for training the next generation on Monolith Soft, but personally want to "direct confrontation".
I believe like that the products're get to someone's heart.


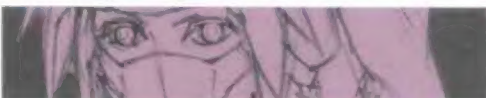







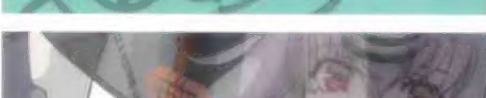

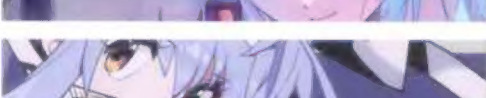
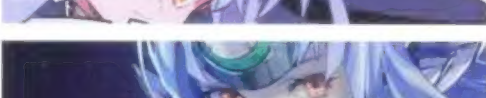
C: Thank you so much!

END

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PSP game "Vector Development Dept. 1" was released on January 18, 2021.
It is the 20th anniversary of KOS-MOS's debut. We are happy to celebrate this anniversary.
We are also happy to be able to publish this book.
We will continue to work hard to provide you with the best possible content.
We will continue to work hard to provide you with the best possible content.
We will continue to work hard to provide you with the best possible content.

VECTOR Development Dept. 1		RA @lilium_ra pixiv.net/users/21848	028
VECTOR Development Dept. 1		石垣純哉 Junya Ishigaki @gakky1967	036
VECTOR Development Dept. 1		今泉昭彦 Teruhiko Imaizumi @g3gogogo	006
VECTOR Development Dept. 1		臼井政一郎 Masaichiro Usui @keiondo	032
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VECTOR Development Dept. 1		CHOCO @choco_mugi fantia.jp/choco	001
VECTOR Development Dept. 1		奈須きのこ Kinoko Nasu	003
VECTOR Development Dept. 1		Niθ @damnedrive	030
VECTOR Development Dept. 1		ねぐれすこ Negresco @Negrescore0 pixiv.net/users/1657068	026
VECTOR Development Dept. 1		藤本秀明 a.k.a. しゅはん Fujimoto Hideaki a.k.a. Shuivan @ssktrmm pixiv.net/users/769978	040
VECTOR Development Dept. 1		redjuice @shiru artstation.com/redjuice	038

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著者 :CHOCO
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chocolateshop@mac.com
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